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a number of revolutions of an engine;
a intake manifold pressure; and
an opening angle of a throttle.

9. A computer mounted in a vehicle and controlling an engine according to a preset program, the computer comprising:

an input section for inputting information on traveling states including a traveling speed of the vehicle;

a memory for recording the information inputted to the input section; and

a controller for controlling the information to be sequentially recorded into the memory in predetermined cycles, the controller for controlling the information in the memory to be outputted in response to a predetermined operation.

10. The computer as defined in claim 9, wherein the input section receives a vehicle speed signal inputted to a speed meter of the vehicle as the information indicating the traveling speed.

11. The computer as defined in claim 10, further comprising a signal generator for generating the vehicle speed signal in a simulation manner and providing the signal for the speed meter according to the information when the controller outputs the information recorded into the memory.

12. The computer as defined in claim 9, wherein the information on the traveling states further includes:

a number of revolutions of an engine;

a intake manifold pressure; and

an opening angle of a throttle.

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